ENTERACTIVE™ VIDEO GAMES

NES-P5-USA ★

PICTIONARY®

THE GAME OF VIDEO QUICK DRAW

INSTRUCTION BOOKLET

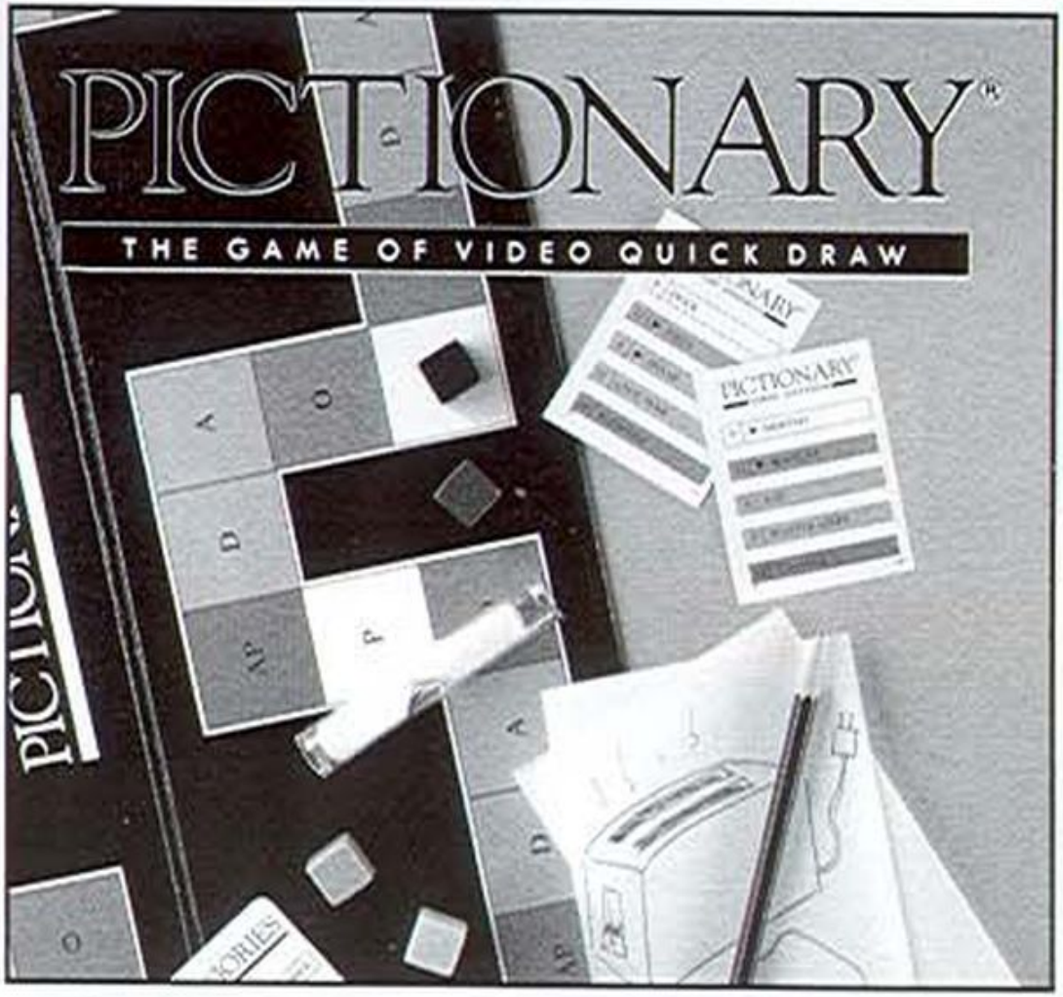
Official Nintendo Seal of Quality

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.



✓ ***Thanks for choosing Enteractive's PICTIONARY® for the Nintendo Entertainment System. Please read this entire manual to get the most enjoyment out of the game.***

Safety Tips

- ✓ Always make sure the power to your NES Control Deck is **TURNED OFF** before inserting or removing the GAME PAK.
- ✓ This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- ✓ Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by inserting the GAME PAK into its protective storage case.
- ✓ Don't clean with benzene, paint thinner, alcohol or similar solvents.

This is it...

Not only does this Pictionary® video game contain all of the elements of the board game that have made it so popular; simple, easy to follow rules, frantic game play involving trying to get your team to guess some rather difficult words just from the pictures you've drawn, and a seemingly inexhaustible word list; it also has some extra picture–related games that are only possible in a video game. An additional advantage is that as few as one person can play and enjoy this game, where you have to have a minimum of three players with the board game. So sharpen your wits and your video pencil and get ready for more drawing fun than you've ever had before!

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Some General Info...

You'll be able to play 3 different types of Pictionary games with this Game Pak. First there is the **REGULAR GAME** which can be played by one or more players. In addition to having to draw on the screen to try and get the other players to guess a word, there will be other picture related mini–games that will challenge your basic Nintendo playing skills as well as your picture–recognition abilities. Note: if there are fewer than two players per team, the drawing portion of the game will not be active and you will just play the other parts of the game.

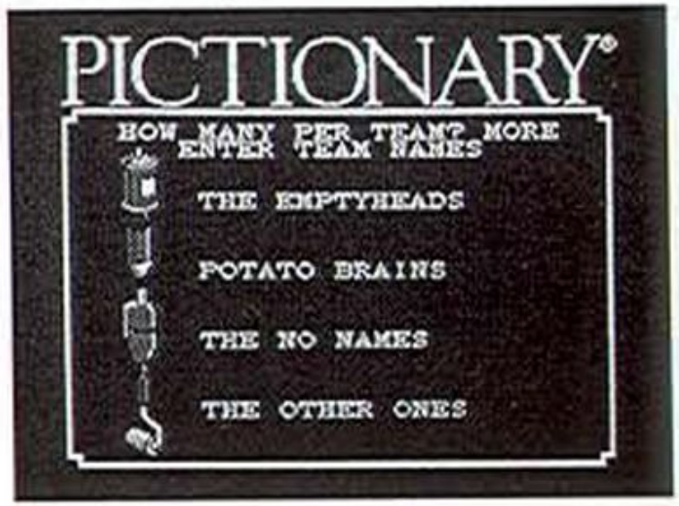
The **ALTERNATE GAME** is for those of you who own a Pictionary board game and would like to use its word cards while playing this video version. The board, markers, dice and timer would be displayed as in the REGULAR GAME, but you would have to choose the words from your own cards.

If two of you still want to play the drawing portion of the game but don't want to compete on the gameboard, then the **DRAWING PRACTICE** game is for you. It is also a good idea to hone up on your drawing skills with this game before jumping into the full–scale competition.

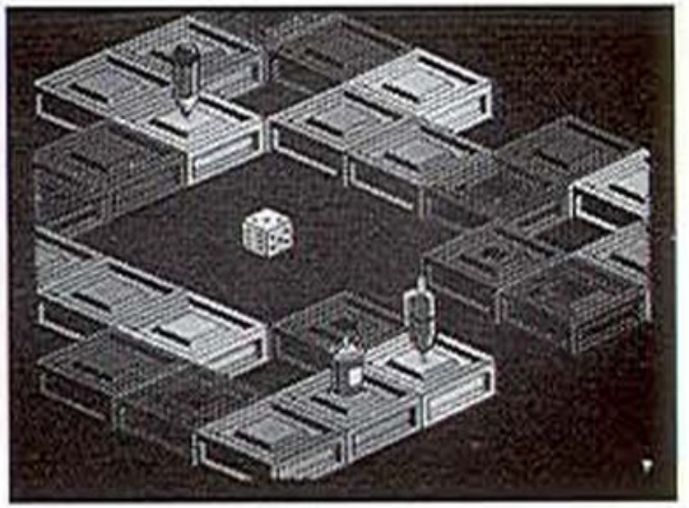
So What is a REGULAR GAME?

After choosing this type of game and pressing **START**, you'll be asked how many teams are playing. You use **SELECT** to choose from **1 – 4** and press **START**. You'll then be asked to enter the number of players on each team, and you can choose either **ONE** or **MORE**. If you have two or more players on each team, the computer will include the drawing portion of the game on the game board. If there is only one player per team, then the drawing game will not be active.

Next, each team enters their team name or allows the computer to pick one for them. Use the **LEFT** and **RIGHT** arrow keys to choose the letters and the **A** button enters them. If you make a mistake, use the **B** button to erase the letter. Press **START** when finished and it will be the next team's turn to select. After the last team has finished, the screen will change to the Playing Board and the game will begin.



the Playing Board



This screen shows a 3-D view of the Playing Board which will scroll in 4 directions as needed to show the various pieces and their relative position on the board. At the start of the game, everyone must start at the first square and you won't get to roll the die until you've solved the first game. The computer will automatically select the correct game according to the color square you land on as well as tell you when to roll the die, as well as automatically move your marker the correct number of spaces. At the end of the game, the computer will tell you which team won (although that should be fairly obvious)

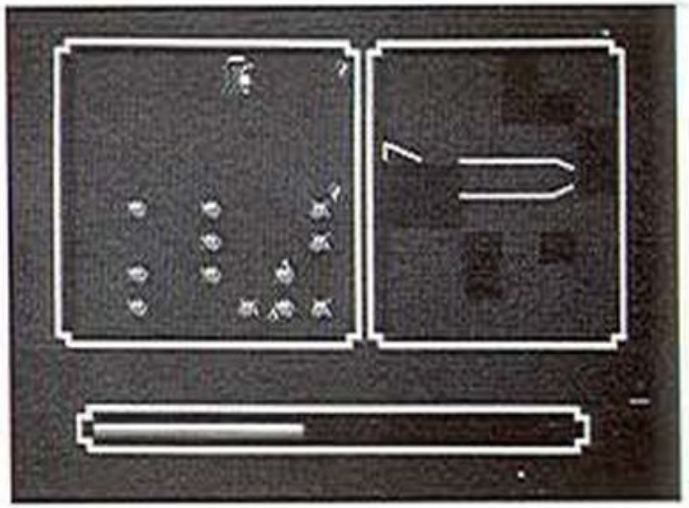
the Games We Play

There are four different mini–games and the drawing game. Each of the four mini–games require the player to play an arcade–type game in order to reveal a picture. The better you are at playing the game, the more of the picture will be revealed. A timer at the bottom of the screen will show you how long you have left to play that mini–game, and when time is up you must try to guess what the picture is. You will only have 45 seconds (shown by the large numbers on the left side of the screen) to enter your guess, so don't waste time! Use the left and right arrow keys to scroll the alphabet across the screen. The **A** button will enter the letter, and the **B** button will

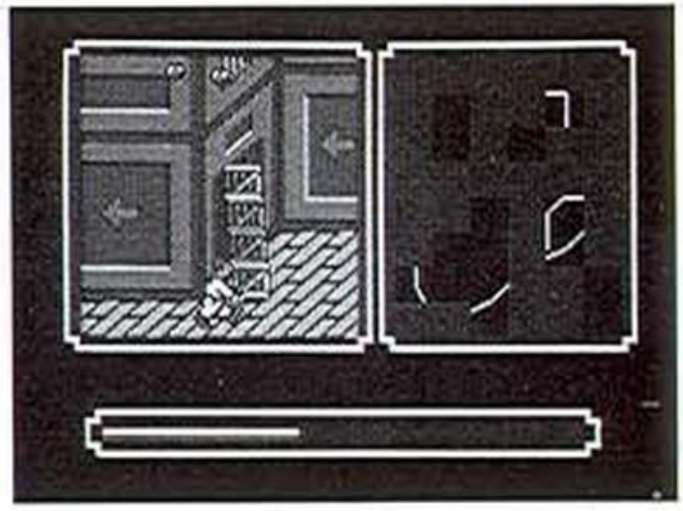
erase it. The computer will display the spaces that each letter goes in which should help you in guessing the word. When you enter the last letter, it will automatically tell you if you've guessed correctly, or will buzz which tells you that you made a mistake somewhere. It could either be the wrong word or just a simple misspelling, so be careful when entering the letters. You can guess as many times as you want within the 45 seconds. If you haven't got a clue what the word is and don't want to try different guesses until the time runs out, press **START** and the computer will end your turn.

Attack of the Paint Zombies

An army of mutants from another universe is invading your world and is painting everything a vile shade of green. The only way to stop them is to paint 'em back with the opposite color—red! You are in charge of the main defense system which amazingly enough looks like a giant bucket of red paint. Move it from side to side with the **LEFT** and **RIGHT** arrow keys, and fire a paint barrage with the **A** button. But watch out—their green paint is deadly to you too!

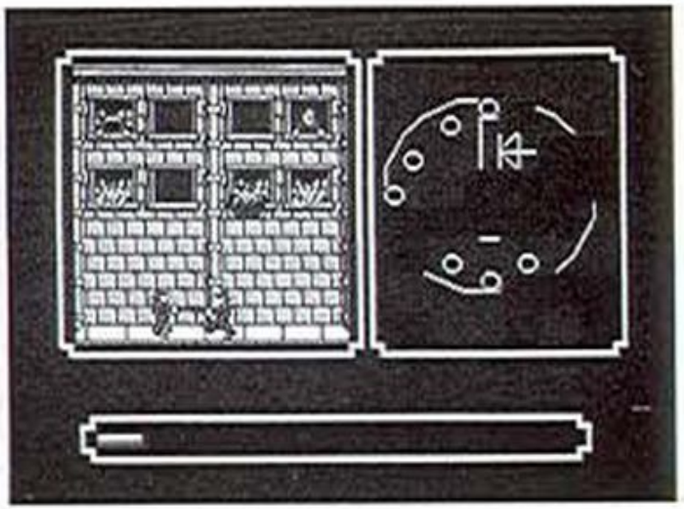


8 the Warehouse Shuffle



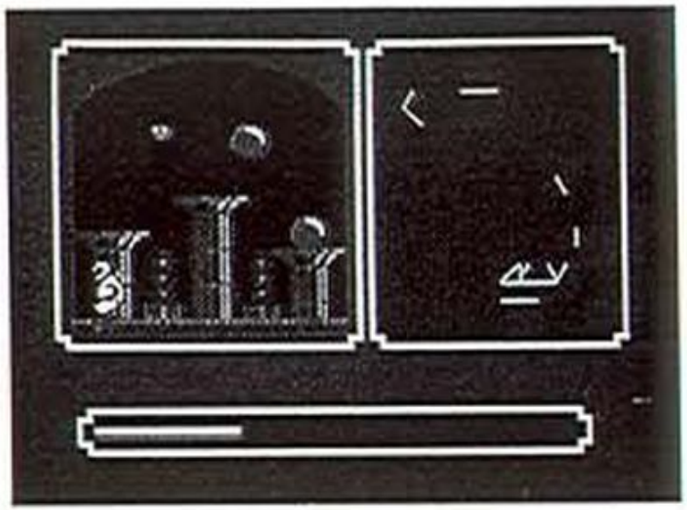
You're working in a warehouse moving and stacking crates. That wouldn't be so bad except that there are some gremlins living in there that like making things as difficult for you as possible. They bounce around and anytime they run into a crate, they make it disappear. You've got to get as many crates from one side of the warehouse to the other without letting the gremlins get them. Move with the **LEFT** and **RIGHT** arrow keys, pick up the crates on the left side with the **UP** arrow key and put them down on the right side with the **DOWN** arrow key. You can carry up to four crates, but the more you're carrying, the slower you move. Every time one of the gremlins snatches a crate you lose valuable time, so be careful!

Four Alarm Rescue



You must save the tenants of Clonevill Condos by catching them in your net and bouncing them to safety. The clone people aren't exactly smart so they tend to jump out of the windows whether you're ready or not. If ever you miss one (or several), you'll lose valuable time, so use your **LEFT** and **RIGHT** arrow keys to move your net under them as you see them jump.

Leapin' Energy Capsules!



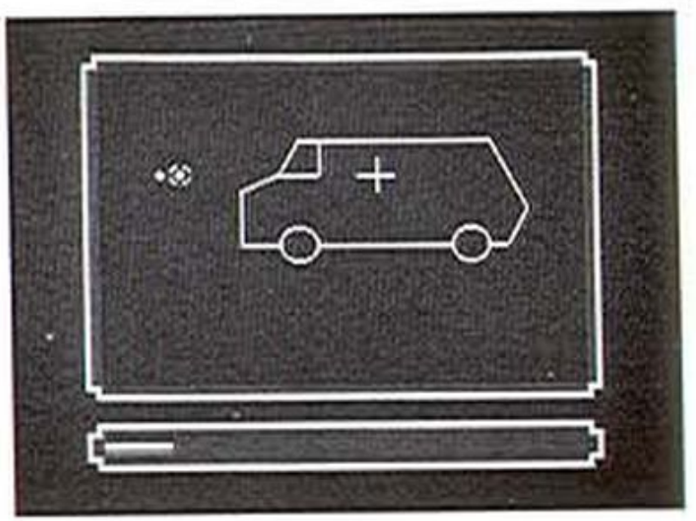
You have found a source for the energy capsules that your ship needs to get back home. You must jump between the production platforms where they are created and collect them before they disappear. But watch out, because they are protected by vertically firing laser cannons. You also can only get to the upper platforms from the right side so plan your route carefully. Use the **LEFT** and **RIGHT** arrow keys to move and jump with **B** button.

10 Let's Draw a Picture

If you're playing with more than one person per team, then the computer will include the drawing game on the gameboard. Everyone will start on the first square which is a drawing game square.

In the drawing game you will be instructed to have your partner close their eyes while you are presented with a word. You press **START** when you're sure they're not looking and the computer will display the word on the screen. It will also play a warning sound so that your partner will know not to look at the screen. After you've seen the word long enough, press **START** again and the drawing screen will appear.

Use the **LEFT** and **RIGHT** arrow keys to rotate the cursor counter–clockwise and clockwise. Move the cursor without drawing a line with the **B** button, and draw a line with the **A** button. Pushing the **UP** and **DOWN** arrow keys will place a small or large circle. Pushing **SELECT** will erase the last line or circle that you drew, while pushing **SELECT** plus **START** will erase the entire screen.



If your partner guesses the word, press **START** and the computer will ask you to verify that the word was guessed correctly. The same thing will happen if the timer runs out. This should help eliminate any arguments.

What About That ALL PLAY Thing?

The computer will randomly make some drawing games **ALL PLAY** rounds. This means that all teams compete to guess the same word. The computer will display a message that the word is an **ALL PLAY** word, and instruct everyone to close their eyes except for the artist from the team who landed on the square. That one artist draws for everyone. Hopefully, his team can guess the word before anyone else! The game plays like the regular drawing game, except that the artist must tell the computer which team guessed correctly, or that nobody did. The **SELECT** button will scroll through the possible choices, and **START** will lock–in the choice.

What Does ALTERNATIVE GAME Mean?

The Alternative Game is for people who want to use the cards from their own Pictionary Board game rather than the word list that's stored in this game. You can only play the drawing game in this version; there aren't any mini-games. The rest of the game plays the same as the regular drawing game.

What's this PRACTICE GAME About?

This is where you can practice your video drawing skills, or compete with a friend without playing a normal game. You just press **START** to exit back to the Game Selection Screen.

Compliance with F.C.C. Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ✓ Re-orient the receiving antenna
- ✓ Relocate the NES with respect to the receiver
- ✓ Move the NES away from the receiver
- ✓ Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio/TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, DC 20402. Stock No. 004-000-00345-4.

LJN Toys, Ltd. Limited Warranty

LJN TOYS, LTD. warrants to the original purchaser of this ENTERACTIVE software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ENTERACTIVE software program is sold "as is," without express or implied warranty of any kind, and LJN is not liable for any losses or damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ENTERACTIVE software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ENTERACTIVE software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LJN. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LJN BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ENTERACTIVE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LJN Toys, Ltd. 1200 Wall Street West, Lyndhurst, NJ 07071 1(800) 628–3579

1200 WALL STREET WEST
LYNDHURST, NJ 07071

TM & © 1990 LJN Toys, Ltd.
PICTIONARY® is a registered trademark of Pictionary Incorporated.
© 1990 Pictionary Incorporated. All Rights Reserved.
Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

Printed in Japan